

Crash Bandicoot 3: Warped Developer Times FAQ

by Enigma

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Crash Bandicoot 3: Warped
Developer Times Faq

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NOTE: This faq is for the European version of the game, in which the times are a little different from the American version, but the levels itself and the number of timeboxes are exactly the same, to my knowledge. If anyone can confirm this (or the opposite of course), please e-mail me. For further information, check section 6.

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1. Introduction

Hi! This faq is to help you beat the developer times in Crash Bandicoot Warped. Don't think I have beaten all the developers times though, but I do have all the platinum relics! I have beaten the developer time for about half of the levels and most of them are the usual run/jump/spin levels (in which I'm a master) :). Anyway, I hope you will beat some of those developer times too using my walkthrough so go ahead and read it!

2. Time Trials

In Crash Bandicoot Warped you can, after getting the crystal for a level, play that level in Time Trial mode (which you should know since you are reading this). You can get three different relics for beating that level in the given time limit. These are:

Sapphire: These are easy to get on most of the levels, but some require some skill. You can usually get them without the running shoes.

Gold: These are a little harder but still not very hard. On most levels you will need the running shoes and get most of the time boxes, but you can still make it if you make a mistake or two.

Platinum: These are the hardest to get, on some levels almost impossible. You will definitely need the running shoes on the normal levels and get just about every timebox.

My times/Developer times: These are almost impossible to beat. Some of them are a lot improved from platinum. You will need a perfect run to get these. You will not get a relic if you beat the developer times, and neither you will get one for beating my times, of course. ;)

You will need all thirty relics to beat the game and they must all be at least gold to get 105%. Unfortunately, you will get nothing extra for getting all thirty platinums.

This faq is written for the PAL version of the game. For some reason, the developers made some minor (or for some people major) differences. These

have been listed in section 6.

3. Developer Times Walkthrough

In this walkthrough I will give a very detailed walkthrough on most of the levels where I have beaten the developer time. On the levels I didn't get it on, I will give some tips on how you might be able to beat it.

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3.1 Warp Room 1  
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3.1.1 Level 1: Toad Village

This is the first level I got the developer time on. It's not that hard to beat actually.

Developer Time: 0:39:93

Walkthrough:
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Invincibility: No

The catch in the medieval levels is that the sand on the main path slows you down. So what do you do for a great time? Exactly! Touch the main path as least as possible! Which means that you have to constantly jump on the (usually rocky) boundaries of the level. This may sound weird, but it really does save a lot of time. Throughout the whole level, keep jumping from wall to wall and take the shortest route that way. For further assistance on this strategy, check section 7.

There is no reference object near the clock, so you just have to be lucky with your pattern on this level. Stand in front of the small lake and shoot the clock. Immediately jump on the rocky wall on the right and keep jumping on it until you can't go further, then jump to the other side and keep jumping on the boundaries of the level. When you get to the 2-box, jump on the sand, spin it, and jump back on the boundaries (0:11:10-0:11:60). Jump on the wall on the right and keep jumping past the benches and over the toad in the lake up ahead. Jump up to the 2-box (0:16:90-0:17:80) and then sprint over the bridge. After the bridge, jump on the left wall and then over to the right on, past the bench and the goat and onto the main path. Spin the three 1-boxes (0:23:80-0:24:90), jump on the wall on the left and of again to spin the next three 1-boxes with the time still frozen. Jump onto the wall on the right and keep jumping here. At the rock, jump off and run past the swordman over the bridge. Jump onto the left boundary and then over the pit to the right on. Climb the hill on this wall and keep jumping on it. Look out for invisible walls here. After the last lake, jump off and into the warp orb.

My Time: 0:36:32

3.1.2 Level 2: Under Pressure  
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I don't have the developer time on this level, I barely got platinum and

I'm not going to try to get a better time because I hate the swimming levels.

Developer Time: 0:57:83

Hints:

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Invincibility: No

I have no idea, not a single clue how on earth they can get this time. All I can say is you can not get hung up anywhere and start over when the clipping gets you stuck. I have been told that constantly spinning is the key to a fast time, but I had no luck with that so far.

My Time: 1:09:88

3.1.3 Level 3: Orient Express

You go with Coco and her tiger. These levels are kind of easy to get platinum on, but the developer times are really hard. I matched it on this one, so far...

Developer Time: 0:16:96

Hints:

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Invincibility: No

This one isn't as impossible as level 2 but it is very hard. You have to run (R1) the entire level, get all timeboxes and take the straightest path. Jumping a lot saves time and you can jump to the balconies from the ground if you go fast enough so do that if you want to beat this.

My Time: 0:16:96

### 3.1.4 Level 4: Bone Yard

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I have beaten the developer time on this one too, with more than 7 seconds!

Developer Time: 1:15:36

Walkthrough:

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Invincibility: Yes

At the start, do not get the clock but jump down and walk forward. Stand next to the third box you see and turn around. You can shoot the clock from here, which saves a lot of time. You can now do two things: Wait for the clock to hit and then spin the box next to you which is now an Aku Aku so you can get invincibility, or just run when you've shot and don't get invincibility which you don't actually need anyway. I prefer the second one.

Run after shooting and the dino will come after you. Jump over the bone or

whatever it is and run past the boxes. Keep running and look out for the lava. Spin the 1-box and jump down (0:05:70-0:06:10). You don't have to spin the rest of the time boxes as the dino will do it for you during the chases.

Keep running and jump over the lava. Run past the bird on your right and jump over the next bone. Run past the boxes and jump over the lava again. Dodge the three birds in a row and jump down, you're safe from the dino now. Keep running, ignore the first Aku Aku and jump over the TNT boxes. Jump up to spin the 2-box (0:27:10-0:28:40) and run forward. I recommend getting this Aku Aku because the next part could be difficult. Jump over the lava and grass up ahead (never spin it) and kill or dodge the waterdude. Jump over the next grass and the bone and dodge the next waterdude. Look out for the nitro and spin the 2-box behind it (0:38:80-0:40:00). Jump over the grass next to the lava and keep running and jump over the next lavapit. Dodge or kill the next waterdude and jump over the grass and lava (I usually lose my Aku Aku here). Keep running and don't spin the switch, it will do no good, run until you get to a 1-box and spin it (0:52:90-0:54:20). You do not have to spin the rest of the boxes. During the second chase just keep running past all the grass, lava, boxes, birds and nitros until you get to the end of the level. Don't jump down here but let yourself fall in the warp orb to save time.

My Time: 1:07:80

3.1.5 Level 5: Makin' Waves

Same here as on Level 2: I'm happy with my platinum relic.

Developer Time: 0:50:66

Hints:

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Invincibility: No

You just have to get all the timeboxes, find some shortcuts or something and be really good with the waterscooter. Make use of Coco's flip by pressing down on the D-pad to reach high boxes.

My Time: 0:53:16

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3.2 Warp Room 2

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#### 3.2.1 Level 6: Gee Wiz

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This levels platinum is easy, at least to me it is and I think the developer time isn't that hard as well.

Developer Time: 0:58:66

Walkthrough:

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Invincibility: Yes

Use the same strategy as in the first level here.

Walk past the clock and stand a little past the shadow. Shoot the clock, Then jump onto the wall on the right. After the two toads, jump off to spin The first Aku Aku. Jump on the left wall now and keep jumping until you get To the 2-box. Jump off and spin it (0:07:00-0:07:40).

Jump the pit and onto the boundary on the left again. When you get to the Stack of boxes, jump on the sand and up to spin the three 1-boxes, this can be done in one spin (0:11:20-0:12:10). Jump past the toads via the walls again and jump the pit and the bench. Now jump on the wall on the left and immediatly jump towards the 3-box and spin it (0:14:20-0:15:20). Land on the right boundarie and jump of it to the left to spin the second Aku Aku on the bench.

Run past the goat and the toad and jump the pit onto the wall on the left. On top of the hill, jump over to the other side and jump the right wall past the wizard.

Jump past the goat and jump the pit to spin the 1-box in the lake (0:24:80-0:25:80). Keep jumping and cross the bridge. Jump past the swordman onto the left wall and jump past the toad next to the pit. Spin the third Aku Aku to get invincibility and run into the 2-box next to it (0:31:50-0:32:60).

From here just keep jumping on the walls traversing to the other side when you think it's the right point and blast through everything. Make sure you get both 1-boxes in the stack of boxes after the wizard. Your invincibility will end near the two swordmen near the end of the level. From here just run past the goat and the toad and after the bridge jump past the stack of nitros into the warp orb.

My Time: 0:52:64

3.2.2 Level 7: Hang'em High

I also have the developer time on this level. Trust me, you'll be at the end of this level before you know it.

Developer Time: 0:34:36

Walkthrough:

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Invincibility: Yes

First of all, jump all the way up via the bouncy ledges to reach the clock. Shoot the swordman before you start en then walk on the wooden bridge and walk back until you can see the lightcoloured ground again. You should now be able to shoot the clock.

Shoot it and start running and jumping over the holes until you reach the first Aku Aku. Spin it and then use the fakir to get up on the high platform (sometimes he's not near the platform, in that case you'll have to jump to it yourself. Now, jump up a little bit towards the bars but make sure you don't grab them! Superspin across while getting the 2-box on the way and land on the other side. This move saves about 2 seconds(0:07:70-0:08:20).

Slide into the monkey and it will probably take out the fakir behind him. Spin the two boxes and the fakir if he's still there (0:08:90-0:11:10). Jump on the first bouncy rug and then jump high up the spin the 3-box in the air while the time is still frozen. After landing, spin the second Aku Aku and doublejump up the ledge. Dodge the monkey and jump on the first

bouncy rug and from there jump all the way to the ledge up ahead to spin the 1-box (0:12:80-0:13:20) Then jump on the bars and spin the third Aku Aku to become invincible. Blast your way past the bars without getting hung up and make sure you get the 3-box after the scorpion (0:17:90-0:19:10). Jump off the bars and keep running and doublejump up the next ledge. Jump on the first bouncy rug again and do a long jump to the far ledge. Keep running through everything and you should have just enough invincibility left to get the 2-box up high above the bouncy rug (0:27:20-0:28:30). Dodge the monkey and spin the switchbox to spawn a hidden 1-box. Spin it and then run to the exit.

My Time: 0:28:96

### 3.2.3 Level 8: Hog Ride

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This one is really, really hard. I finally beat it after long hours of practice and a lot of luck. Actually, it could be even faster, because I didn't even get a perfect run when I got it, but I'm not going to try. Trust me, it's very hard to get under 34 seconds on this level.

Developer Time: 0:33:96

Walkthrough:

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Invincibility: No

I can't really give you a strategy on how to beat this. The only thing I have to say is that you have to keep the first wheelie you get until the very last ramp of the level to beat this! And of course get all the time boxes while doing this. Try to get the straightest path possible and don't hit anything to get under 34 seconds. One more important thing: wait for the traffic to clear! Those annoying cars could ruin your time if you don't. Just wait about 30 seconds before starting, but ride up until you see the clock first or it will disappear.

NOTE: I found it is not extremely necessary to wait for the traffic. If you're skilled enough you should be able to wave through the traffic. I did this when getting my record so it might even be an advantage, although I had an extreme amount of luck.

My Time: 0:33:36

3.2.4 Level 9: Tomb Time

I love this level, I just love it. Not as much as Sphinxinator and Bug Lite, but I just love it.

Developer Time: 0:50:63

Walkthrough:

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Invincibility: Yes

Kill the snake and then destroy all the boxes near the clock before

shooting it. Then stand on the last square before the path goes down on the far left. From here, shoot the clock and start running. Jump over the pit and up the stairs. You should get up stairs with this height in just two jump. Jump the next pit and jump over the oil on the floorbutton. Spin the first Aku Aku and a 1-box here (0:07:20-0:07:60). Keep running and remember to always slide across oil you can't jump over. Open the next door and jump through it. The next part is tricky.

Jump diagonally to the falling squares and immediatly do another diagonal jump to the path. This move saves a lot of time. Keep running and spin the switch box and immediatly after that jump to the left and onto the moving platform and jump again to the path.

Now run forward past the monkeys and slidejump over the block. Spin the next Aku Aku and look out for the darts, then spin the 1-box (0:23:00-0:23:70). Now quickly run past the fireman on the left and spin the third Aku Aku. Make sure to grab the 2-box and keep running. The doors will be open while you are invincible. Grab the next 1-box and jump over the oil (0:27:50-0:28:30). Jump across the two pits with the pillars and past the darts to get the two timeboxes near the stairs (0:35:20-0:36:10). Slide across the oil and you should have enough invincibility left to get that 3-box up high (0:37:20-0:38:50).

Now keep running past the fireman and the snake. You don't have to hit the last switchbox. Just jump to the left platform and from there to the middle one. Now jump up the stairs and run to the exit.

My Time: 0:45:88

### 3.2.5 Level 10: Midnight Run

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You go with the tiger again. I don't have the developer time here, but I don't think it's possible anyway, at least for me it isn't. When I get the last three 1-boxes I always have 0:13:64, always. Maybe there's a 1-box more in the American version, but I doubt that.

Developer Time: 0:13:20

Hints:

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Invincibility: No

Just use the same hints and tips on this level as in level 3 and you might have a chance of beating this. It's a little too hard for me though.

My Time: 0:14:36

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### 3.3 Warp Room 3

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3.3.1 Level 11: Dino Might!

I got this one too, it's not that hard actually, everything just has to be perfect.

Developer Time: 0:55:00

Walkthrough:

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Invincibility: No

When you start, stand next to the steamy thing and shoot the clock from there. Run and spin the Aku Aku and immediately doublejump up to spin the 3-box (0:01:50-0:01:90). Jump the grass and spin the fish, then jump the lava and spin the three timeboxes behind it one after each other, not with a superspin which will cost time (0:03:40-0:03:80). Keep running past the steam until you come to another fish. Jump straight in it and let Aku Aku take care of him, then keep running past the waterdude and the yellow gem platform. Jump the lava on the right side to avoid the grass and spin the fish. Spin the next fish between the lavapits too and run past the dino (you don't have to ride it).

Spin the three 1-boxes behind the dino, but not in a superspin (0:18:90-0:19:60). Keep running and jump the lava to spin the two 1-boxes in one spin, that should be possible (0:19:40-0:20:20). Jump over the lava and the grass again and run past the nitros. Ignore the dino and keep running, look out for another waterdude. Jump the bone and the lava and try to get the three 2-boxes in one spin, but it's okay to use a little superspin here (0:30:00-0:31:20).

Spin the next 1-box while the time is still frozen and keep running to spin the next 1-box up ahead, the time should still be frozen now. Jump over all the lava and superspin through the stack of boxes to get the 3-box (0:33:10-0:33:60). Now slidedoublejump up to the 2-box and make sure to hit the switchbox above it, then superspin in the air until you can walk on the iron crates and jump up to get the 3-box (0:33:70-0:34:30). From here just keep running, the dino will break all boxes for you. Get the Aku Aku if you want and just run past all dangers, you'll learn the route. One more important thing: you have to jump up and spin the last 3-box in the air near the end above the lava yourself for the best time, because if the dino breaks it, the clock will freeze later and you will end the level with a frozen clock, wasting time. Let yourself fall into the warp orb to end the level.

My Time: 0:47:72

### 3.3.2 Level 12: Deep Trouble

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Like the name says, this level is deep trouble, at least for me. I got platinum on my first correct try and never did the level again.

Developer Time: 1:00:46

Hints:

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Invincibility: No

As for level 2, I haven't got a single clue how they got this. Use the same hints and tips as on level 2 and use the Aku Aku's to blast through the whirlpool, you can't get invincibility anyway. You might try this if you are good at the swimming levels, if you suck (like me) don't try it.

My Time: 1:16:52

3.3.3 Level 13: High Time

God, I hate this level. This is my least favorite running level. I always get hung up on something, especially those annoying bouncy rugs.

Developer Time: 0:45:10

Hints:

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Invincibility: Yes

I can't give you many hints on this one, just don't wait or slow down for anything and be very lucky. You have to shoot the clock a little bit after the carpet in the back is going up after getting to it's lowest point, and then just hope. I'm probably never gonna get this one.

My Time: 0:52:64

### 3.3.4 Level 14: Road Crash

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This level is kinda hard to get platinum on, but if you got it easily, try for the developer time. I might get it someday myself.

Developer Time: 1:15:53

Hints:

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You have to be very lucky for this. You have to find the straightest path and keep your wheelies as long as possible. You know the drill.

My Time: 1:16:80

3.3.5 Level 15: Double Header

Aahhh, another one of my favorite levels, it's just like Toad Village and Gee Wiz. The developer time for this one is not that hard, but you gotta know the level by heart.

Developer Time: 0:56:00

Walkthrough:

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Invincibility: Yes

So far, I found the walljumping strategy doesn't really work in this level. This is because it is pretty hard to find a good route over the walls, looking at the timeboxes and enemies. Therefore, I haven't gotten any better time yet and the walkthrough hasn't been changes. Feel free to experiment yourself though.

First, shoot the double header, then stand next to the little curb sticking out of the wall on the left. From here, shoot the clock and start running. Spin the first Aku Aku and jump over the bench. Avoid the toad and keep

running to spin the 1-box (0:05:30-0:05:70). Run past the double headers and toads and look out for the nitros and pits. Keep running and dodge the two swordmen. Then spin the 2-box and the 3-box between the nitros, this must go in one spin! (0:17:60-0:18:10)

Run through the lake and spin the second Aku Aku before jumping past the double header. Jump over the next pit and slidejump up to the 3-box high up, then jump the bench and the goat and spin the 1-box while the time is still frozen (0:20:50-0:21:00). Keep running and avoid the goat and the wizard and spin the two 1-boxes (0:28:20-0:29:00). Now spin the third Aku Aku to become invincible.

Now just keep running and blast through everything. Your invincibility should end after you get the 2-box near the goat between the pits (0:45:10-0:45:90). Cross the bridge and dodge the rest of the enemies (use your Aku Aku's!), then run to the exit.

My Time: 0:52:20

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3.4 Warp Room 4
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#### 3.4.1 Level 16: Sphinxinator

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I adore this level, it gives such a thrill when you find the right timing and everything falls into place.

Developer Time: 0:50:63

Walkthrough:  
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Invincibility: Yes

When you start, grab the clock and restart or the perfect pattern won't work. Then walk backwards and stand behind the four boxes and target the clock. Now, wait ABOUT two seconds before shooting the clock! I said about, so find out for yourself what the best timing is.

Shoot the clock and time your spin for the two 3-boxes (0:00:00-0:00:12). Run and jump over the pits and you should be able to get the next two timeboxes while the time is still frozen. Run past the mummy and spin the 1-box and the first Aku Aku (0:01:20-0:01:60). If you timed it right, the spikes should be going down when you run through them and the door up ahead should be closing when you jump over the pit, then you will reach the door just when it's opening. If not, you'll get hung up by the door, don't forget the 2-box in front of the pit. This next part is tricky: for the best time you have to supercombo the the ledge on the far right without going over the platforms. This can be done, but if you prefer going safe over the platforms, go ahead, it will cost you about 4 tenths. Either way, spin the next 1-box (0:09:80-0:10:50).

Keep running past the mummy and you should make it through the door, then spin the 2-box and jump around the darts (0:13:50-0:14:20). Jump on the oil on the right side to avoid the nitros and slidejump over the stone to land in front of four 1-boxes. For the best time, you have to spin these in one spin (0:17:20-0:18:10). Climb the stairs and the door should be opening for you. The next part is difficult: you have to spin the 3-box, then jump up and spin the 1-box (ignore the other 1-box) and then stand in front of the 2-box and the second Aku Aku, jump up and on your way down hit them without hitting the TNT's (0:18:80-0:19:80).

Keep running and avoid the spikes and the mummy, then hit the 1-box and run

through the spikes which should be down (0:20:80-0:21:90). Then jump on the oil and immediatly slidejump twice to cross the oil quickly, hit the 1-box around the corner (0:27:30-0:28:50). Now jump on the pillar and jump to the second one as soon as you see it. This is important: you CANNOT jump to the right to get past the fireman, you WILL get hit! Wait for the fire to go to the right, then jump to the left and grab the third Aku Aku.

From here just keep running to the end and get all timeboxes, they are not hidden or something. You don't have to hit the last floorbutton as the door should be opened already. Blast through the monkeys and jump in the warp orb.

NOTE: Alternate strategie

This strategie will get you a time of about 1 second faster than when you do the above. However, it is very dangerous and not recommended for people with a weak heart, as it can be very stressy.

After climbing the stairs at about 17 seconds, superspin through the row of boxes. Yes, you will lose an Aku. Keep running like you normally would and at the end of the pillar ride, jump immediatly. You will probably get hit by the fireman and lose your second Aku.

For safety you can get the Aku box behind him, after that continue into the next area. If you're lucky the door up ahead is open, you can then run past the mummy and jump through. If not, you'll have to start all over again. Dodge the monkeys and spin through the wall of boxes. You should hit the 2-boxes and get through at the same time without getting hurt. Slide across the oil and make sure to hit the last floor button now, or the door will not be opened. Dodge another bunch of monkeys and jump in the warp orb.

My Time: 0:44:64

3.4.2 Level 17: Bye Bye Blimps

I hate the plane levels, I had to try this one about 20 times before I even got platinum.

Developer Time: 0:38:63

Hints:

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Invincibility: No

For this you need an extremely good accuracy and a good pattern. I think the best pattern is this: After hitting the clock, shoot the blimp on the far right, then the one to the left, then the one to the left of that one and after that one the one to the far right again and then shoot the rest in order (hope you understood that, probably not). At least, this is the pattern I got platinum with.

My Time: 0:49:84

#### 3.4.3 Level 18: Tell no Tales

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When I first did this level I had no idea how I could ever get platinum, and now I'm trying for the developer time! It should be possible for me.

Developer Time: 1:01:70

Hints:

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Invincibility: No

You have to take the straightest path and use your Aku Aku's when a bomb gets in your way. Start when the tide is low and the clock above the water and everything should be fine. You can't miss a single box, except the five 3-boxes at the back of the ship somewhere in the middle, you actually lose some time getting them.

My Time: 1:02:96

3.4.4 Level 19: Future Frenzy

To be honest, I have no idea how I got this developer time. I just did the level and got it without even trying for it. I guess it's easy then...well, no it's not.

Developer Time: 1:07:47

Walkthrough:

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Invincibility: Yes

Shoot the clock when the first laser has just turned off, then run on the right side and jump up to get the three 1-boxes, (0:02:40-0:02:80). Run past the next laser and jump over the nitro onto the 3-box (0:03:80-0:04:40).

Now keep running and jump around the next laser on the right side and spin the 1-box (0:05:80-0:06:30). Avoid the fat thing (what is that?) and run through the next laser that should be off. Run past the stack of boxes and then jump around the last laser to turn off before jumping on the platform at about 10 seconds. After landing, run and jump over the box, then slide into the boxes (0:21:90-0:22:80). Jump over the two ufo-dudes and spin the first Aku Aku, then jump over the laser, doublejump on the ufo-dude and cross the pit via the platform that should be green, if not, doublejump the pit. Jump over the spikes and spin the second Aku Aku and a 2-box (0:31:20-0:32:60).

Jump over the laser and the ufo-dude and spin the 1-box, then jump the spikes and slide under the laser to spin the third Aku Aku and a 2-box (0:38:00-0:39:50). Now blast through everything and don't get hung up by the lift, your invincibility should end near the three lasers, make sure to jump to the 3-box to shortly after the lift to get it (0:44:20-0:45:90). Keep running and spin the 2-box above the nitro and get in the lift(0:51:60-0:53:40). After the lift use your Aku Aku's for the rest of the enemies if they stop you and make sure to get both 1-boxes near the end, then run to the exit.

My Time: 1:02:00

#### 3.4.5 Level 20: Tomb Wader

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On this level, I got the biggest amount of time from the platinum relic on any level with more than 22 seconds. You gotta take some insane risks to crush the developer time.

Developer Time: 1:11:16

Walkthrough:

~~~~~

Invincibility: Yes

First, grab the clock and die to active the timing mechanism. Then stand near the bug and shoot the clock when it touches the far left square when coming from the right, then start running.

Spin the wheel to open the door and run into the water, it should be low. Spin the 1-box and the water should start to rise (0:04:50-0:04:90). Run past the mummy and jump in the water with the TNT's, it should be low when you land so just run through here. Climb the stairs at the end and kill the shieldman. The best way to kill them is sliding into them. When you reach the water, it should be lowering, but you may need to wait a second. Spin the wheel and doublejump to spin the first Aku Aku, then climb the stairs and avoid the block and the mummy. The next part is tricky.

You have to jump on the second Aku Aku box in the water, then supercombo over the shieldman and land on the iron block. The water should now be low, so quickly doublejump up to the right and superspin over the nitros grabbing the 2-box on the way (0:30:60-0:31:50). When you climb the stairs the water should be rising so you have to wait again at the next water area. P.S: It doesn't really matter if you got hung up a little so far, because you have to wait here anyway, so don't start over if something goes wrong a little. From here, your run must be flawless though.

When the water is lowering, jump or run to the wheel, spin it and run past the blocks and climb the stairs behind them to spin the three 1-boxes, the water should now be about to rise (0:41:00-0:42:10). The next part is really difficult.

For the best time, you have to doublejump to the block and press the squarebutton THREE times to land on the block when it's sticking out of the wall (the water should now be high) and immediatly jump over the shieldman to land in low water, then dodge the bug and quickly climb the stairs to spin the third Aku Aku before the water starts to rise again. This is very difficult and if you don't make it, you'll have to wait for the water to lower again before spinning the last Aku Aku.

Either way, when you're invincible the water won't rise so you can just blast through everything until you get to the end, but you do need to spin the wheel to open the door yourself, because your invincibility won't do that, keep that in mind.

NOTE: Alternate Strategie

Like in Sphinxinator, this level has a very difficult alternate strategie, this one will save you about 1,5 seconds. Again, do not attempt this if you have a weak heart.

After spinning the first Aku Aku, climb the stairs and jump over the hole on the right side of the mummy. Jump on top of the 1-box and from there jump towards the second Aku Aku box. If you're lucky, you'll land on it and can continue the level like normal with a superspin. You'll have to move a little bit faster but you can still make it.

If you don't land on it, you'll land in the water that will be low by then. Quickly spin the Aku and jump the pit, then immediatly slide into the shielfguy, jump on the iron block, superspin to the other side while getting the 2-box in the air and jump over the nitros while the water is rising and you should just make it up the stairs. Quickly run further and continue like normal.

This all has to go very fast and you can't hesitate or mess up a single moment. Good luck...

My Time: 1:01:32

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3.5 Warp Room 5  
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3.5.1 Level 21: Gone Tomorrow

I actually got this developer time when I was writing this, lol. It's kinda hard but you just have to be lucky.

Developer Time: 0:55:46

Walkthrough:
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Invincibility: Yes

Really, the only part you have to worry about is the beginning, because you'll be invincible for the rest of the level, as there are FOUR Aku Aku boxes. First of all, shoot the ufodude right in front of you. There isn't a tight time mechanism, so shoot the clock and start running. Jump the gaps and spin the first Aku Aku and the 1-box (0:02:50-0:02:80). Avoid the two...things and spin the 1-box and the second Aku Aku in one spin (0:04:90-0:05:30). Dodge the first rocket and then jump around the robot on the right side and spin the two 2-boxes (0:07:50-0:07:90). Dodge the next two ufodudes and then jump past the robot on the left side before he fires. Avoid the thing and doublejump to the 3-box up high before running through the laser (0:11:90-0:12:50). Then avoid the next two ufodudes and doublejump to spin the three 1-boxes in one spin (0:14:70-0:15:40). Dodge the two weird things and jump on the platform.

From here, jump over the first laser and then spin the 1-box and the third Aku Aku to blast your way to the platform at the end, making sure you get every timebox. At the last 2-box, you'll have to jump at the very tip of the edge. If you do it precicely right, you'll grab the 2-box and still jump to the other side. If you're too early or late, you'll end up not getting the box or fall to your death. In the next area, run up to the fourth Aku Aku and blast your way to the end of the level.

My Time: 0:50:60

3.5.2 Level 22: Orange Asphalt  
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Another motorcycle level, this one is the hardest I think, but you can keep your wheelies quite long sometimes so try your best for the developer time if you want to beat it, I haven't.

Developer Time: 1:16:70

Hints:  
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Invincibility: No

This is quite possible but you have to find the absolute straightest path all boxes and everything. When you get to the ramp and the giant pit you can go around the pit on the right so you don't lose your wheelie and when you get to

the wheelie after the ramp you don't have to drop it as the next wheelie in the curb will move you to the left. Just get a perfect run to get this.

My Time: 1:20:48

3.5.3 Level 23: Flaming Passion

Another one of my favorites where I crushed the developer time. This is one of those levels that everything goes right and falls into place once you find the right pattern, which I will tell you!

Developer Time: 0:51:10

Walkthrough:

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Invincibility: Yes

When you start grab the clock and die to activate the time mechanism. Then jump up to the two boxes and spin them so they don't get in your way. Now target the clock and when the swordman in the back is at his furthest point from you and turns around, shoot the clock and start running.

Jump on the bouncy rug and jump over the swordman, then jump on the next bouncy rug and on the ledge to spin the first Aku Aku. Run past the swordman and jump the gap using the carpet. Run past the flame woman and then jump the two carpets around the corner and dodge the monkey after them. Run past all flame women and jump on the far carpet and from there to the ground. Jump up and spin the two 2-boxes without hitting the TNT's, land on the bouncy box and from there jump all the way to the far ledge (0:17:00-0:17:50).

Keep running and jump the two carpets, then land in a spin to get the second Aku Aku and jump the next gap using another carpet. The next part is tricky: jump on the boucy boxes on the right and veer to the left to spin the swordman on he ledge. From there, quickly (double)jump on the carpet and then crouch doublejump to reach the high ledge. Quickly use the bouncy rugs to get on the upper ledge before you get toasted and spin the third Aku Aku to become invincible. You should have about 28 to 29 seconds on the clock now.

From here just keep running to the end and be careful not to miss any carpets, you jump next to them very quickly. Don't forget the last 3-box in the air near the end and then jump the carpets to land near the warp orb and jump in.

My Time: 0:41:36

### 3.5.4 Level 24: Mad Bombers

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Okay, this used to be one of my most hated levels (if not THE most hated). But now I don't think it's really that hard to get platinum, the developer time is very hard though.

Developer Time: 1:24:10

Hints:

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Invincibility: No

I was really lucky when I got my time. There are two good patterns to do this:

the first one is to just shoot the plane in front of you when you start and shoot the rest in order, taking the plane that is closest to you each time; the second one is to veer left at the start, heading for the healthbox, then turn around when you reach it, grab the clock and shoot the plane in front of you and the rest in order. I got my time with the second one, but you still gotta have a great accuracy.

My Time: 1:25:00

3.5.5 Level 25: Bug Lite

For me, this level is heaven compared to the previous one. Also, I crushed the developer time with more than 8 seconds, I got under a minute!

Developer Time: 1:08:00

Walkthrough:

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Invincibility: Yes

When you start, spin the snake up ahead and stand in it's place. From here, shoot the clock and start running. Jump the pit and dodge the enemies here, you usually don't have to spin them. Keep running and spin the 2-box (0:05:90-0:06:20). Jump the next pit and spin the two 1-boxes, it is possible to get them both in one spin and this is needed for an amazing time, but be careful with the TNT crate (0:06:50-0:06:90). Cross the falling squares and pick up your firefly along with a 1-box and the first Aku Aku (0:08:40-0:08:90). Run through the tunnel and spin the 1-box, then dodge the mummy after it (0:12:40-0:12:90). Now, the next door is the key to the rest of the level:

If the door is just closing when you reach it, start over. If the door is just opening when you reach it, perfect, keep running, you will make it through the next door easily if you don't mess up on the stairs. If the door is opening about 1 or 2 seconds before you reach it, keep running anyway. In this case, you have to use your Aku Aku to run into the mummy, so the door will stay open, otherwise it will close.

Anyway, after passing the door spin the 1-box and head for the three Aku Aku's, (0:26:20-0:27:50). Keep running and spin two (or three) Aku Aku's to become invincible. Now just keep running through the tunnel and blast through everything, make sure you get all the timeboxes. Your invincibility will end just when you pass the door after the mummy.

Now keep running and run past the darts and the mummy on the right side, you should make it through the door. Jump the next pit and keep running until you get to the two 1-boxes. Spin them and spin the one behind the snakes as well (0:58:10-0:59:30). Now just keep running past the nitros, use your Aku Aku's when needed and jump over the last pit into the warp orb.

My Time: 0:59:92

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3.6 Warp Room 6 (Secret Warp Room)
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This is the warp room where you are taken after jumping on the platform in the middle of the main warp room area, which will appear after getting five relics.

#### 3.6.1 Level 26: Ski Crazed (5 relics required)

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Before I started writing this, I played the level a couple of times...well, a lot of times, and finally got my platinum relic, but it's still three seconds from the developer time.

Developer Time: 0:28:63

Hints:

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Invincibility: No

Just use the regular waterscooterlevel tips to get this, but you must be perfect. If you have under the developer time when you get the two 2-boxes and the 3-box between the bombs somewhere in the middle, you have a chance, since the time will be frozen for the rest of the level! You can even miss a box or two and still get it. Try to get both 2-boxes and both 1-boxes above the ramp, it can be done and forget about the 2-box on the right near the start, you lose time getting it.

My Time: 0:31:76

3.6.2 Level 27: Hang'em High (10 relics required)

This is an alternate entrance for Level 7: Hang'em High, but it's only to get the gem, you can't start the time trail from here (too bad, because you would get an amazing time if you could!).

3.6.3 Level 28: Area 51? (15 relics required)

This is another motorcycle level, with two major differences from the rest of them: 1. You race against ufo's, 2. It's in the dark so you can't see a thing. Under these circumstances, try to beat the developer time if you want, but I won't bother.

Developer Time: 1:38:96

Hints:

~~~~~

Invincibility: No

I don't think this is impossible but you have to keep your wheelies as long as possible. You can avoid some pits on the right side to keep your wheelies so do that. Just play the level a lot to learn where the timeboxes are and you might be able to get this.

My Time: 1:43:84

### 3.6.4 Level 29: Future Frenzy (20 relics required)

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This is an alternate entrance to Level 19: Future Frenzy, but as in level 27, it's only to get the gem (and the rest of the boxes). You can't start the time

trial from here.

### 3.6.5 Level 30: Rings Of Power

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This is an unusual level. You go with the plane, but you don't have to shoot anything down. Instead, you have to race some dudes and get through all the rings. The race is quite easy, but the platinum is really hard, not to speak about the developer time.

Developer Time: 0:47:93

Hints:

~~~~~

Invincibility: No

The trick is to keep the trail of your plane purple throughout the whole level, which is hard, if not impossible. To get a purple trail, you have to hit square when going through a ring. This will give you a boost and you will need to do this at EVERY ring to beat the developer time. I can't get it, because I always lose the trail when flying in the long distance between the two rings in the middle. Keep in mind that you only have to hit the edge of a ring to make it count, so do that to cut corners and save time.

My Time: 0:53:24

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### 3.7 Secret Levels

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As you may know, there are two secret levels in the game, both found in Warp Room 3. In the American version of the game you get an automatic platinum relic on these levels. Unfortunately, in the European version, you don't.

3.7.1 Level 31: Hot Coco

This level is accessed through Level 14: Road Crash. Ride up to the aliensign to the left of the road somewhere in the middle of the level and crash into it to be transported to Hot Coco.

Developer Time: 0:14:60

Estimated Platinum Relic Time: 0:20:00 (PAL only)

Walkthrough:

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Invincibility: No

First, I thought this was impossible, but it isn't, I almost got it, but I missed one 2-box when I got my time so it's very much possible. I know the ultimate routh to get this, so I'll give you a walkthrough anyway. When you start grab the clock and start over. Then wait about one second and start. Grab the clock and get the two 2-boxes right in front of you between the bombs (0:03:00-0:03:20). Then go around the island and get the 2-box up ahead and then go to the right and grab the 2-box on the right of the island with the bomb circling around it (0:05:10-0:05:60). After getting it go

straight and jump to the two 2-boxes, then veer to the left and right around the island to get the next 2-box and the 2-box up ahead (0:06:30-0:06:90). Then go to the left and get the two 2-boxes between the bombs, then veer to the right and jump the ramp to the right (ignore the one on the left) and get both 2-boxes and the one under water and immediatly jump the next ramp to get the three 2-boxes (0:09:40-0:10:30).

Now, veer to the left and jump the ramp to the right to get a 2-box and hit the nitroswitch, don't miss it! Go to the right and get all five 2-boxes between the bombs, then go straight and get the two 2-boxes between the bombs near the shark. Keep going along the side of the level until you get to the next two 2-boxes between some more bombs, the time should still be frozen by here! Keep going and carefully get the three 2-boxes huddled between a lot of bombs, as well as the three 2-boxes between some more bombs up ahead. The time you have now will be your endtime, as the end of the level is just to the right.

NOTE: I have had several emails of people telling me that if you time it right, you can use the waves to get over the nitrobarrier. That way, you can get a time of under 3 seconds without even getting the nitroswitch. I haven't accomplished this yet, but I do believe it's possible. However, this is certainly not how the developers did it and might be considered cheating a bit. Try it if you like, but keep in mind you're fooling the game...

My Time: 0:15:80

### 3.7.2 Level 32: Eggipus Rex

Lol, I always thought it was Eppigus Rex, but whatever. To get here, first get the yellow gem. Then enter Level 11: Dino Might! Get on the yellow gem ride and when the dinosaur chases you, let the second birddino grab you and you will be warped to Eggipus Rex.

This is the last level I got the developer time on, it's hard but fun to try. It took my a while to get under 40 seconds, but getting my time takes an extreme amount of luck, everything has to go perfect for that time.

Developer Time: 0:41:10

Estimated Platinum Relic Time: 0:42:00 (PAL only)

Walkthrough:

~~~~~

Invincibility: No

I can't really give you a walkthrough on this one, you just have to hope everything falls into place, when the first steamy thing is off when you reach it, it's okay. When going up the ledges at the end of the first part, it saves a lot of time when you turn in the air instead of on the ground. Also, you could try to run the first part of the level and shooting the clock, but I don't think it saves any time.

My Time: 0:37:84

4. Hints and Tips

Here are some hints and tips that could (and should) help you getting

amazing times:

1. Shoot the clock

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In every level where you can, shoot the clock form as far as possible, it will save time.

2. Don't double jump or superspin

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If you don't have to, don't do it, it wastes time.

3. Slide across oil

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In the levels with oil, it will save a lot of time when you slide (R1) across the oil.

4. Wait for the cars to clear

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In the motorcycle levels wait until all the cars (or ufo's) finish. You can't see them finish actually, so just wait about a minute before starting.

5. Cut corners

~~~~~

Always cut corners if you can, it saves time.

6. Avoid sliding after shooting and falling off bars

~~~~~

You can avoid sliding after shooting (very annoying) by releasing the fire button (O) before you start running. When you press forward while stil holding O, you will slide.

To avoid falling off bars after jumping to them, release forward just for a moment and press it again, then you will not fall off.

7. Use your Aku Aku's at the end

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If you have one or two Aku Aku's left at the end of a level, use them to blast through things that get in your way.

8. Learn the level

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If you want to beat the developer time, it's a good idea to play the level a lot first and learn it by heart. Get to know the tricky parts and find out the best timemechanism or pattern before attempting the developer time.

5. Wall of Fame

The times on this wall of fame are either my times or times I found on the web which are better than mine. Please email me your times if you have

beaten any of mine or the developers, a screenshot would help.

DT = Developer Time

* = Screenshot or Video confirmation of time

Level	Time	Achieved by	My Time
-----	----	-----	-----
1: Toad Village	0:36:32*(DT)	Red Neo B	0:36:32*(DT)
2: Under Pressure	0:54:36 (DT)	Juraj Kuruc	1:09:88
3: Orient Express	0:16:84 (DT)	Julien Boisiaud	0:16:96*(DT)
4: Bone Yard	1:07:80*(DT)	Red Neo B	1:07:80*(DT)
5: Makin' Waves	0:50:12 (DT)	Tom Yang	0:53:16
6: Gee Wiz	0:52:64*(DT)	Red Neo B	0:52:64*(DT)
7: Hang'em High	0:28:84*(DT)	Julien Boisiaud	0:28:96*(DT)
8: Hog Ride	0:33:36*(DT)	Red Neo B	0:33:36*(DT)
9: Tomb Time	0:44:96 (DT)	Tom Yang	0:45:88*(DT)
10: Midnight Run	0:12:84 (DT)	Julien Boisiaud	0:14:36
11: Dino Might!	0:46:88 (DT)	Julien Boisiaud	0:47:72*(DT)
12: Deep Trouble	0:58:04 (DT)	Julien Boisiaud	1:14:00
13: High Time	0:37:40*(DT)	Julien Boisiaud	0:52:64
14: Road Crash	1:14:06 (DT)	Carl_Byv2000	1:16:80
15: Double Header	0:51:68 (DT)	Juraj Kuruc	0:52:20*(DT)
16: Sphinxinator	0:44:64*(DT)	Red Neo B	0:44:64*(DT)
17: Bye Bye Blimps	0:38:46 (DT)	Carl_Byv2000	0:49:84
18: Tell No Tales	1:01:08 (DT)	Julien Boisiaud	1:02:96
19: Future Frenzy	1:02:00 (DT)	Red Neo B	1:02:00*(DT)
20: Tomb Wader	1:01:32*(DT)	Red Neo B	1:01:32*(DT)
21: Gone Tomorrow	0:50:36 (DT)	Julien Boisiaud	0:50:60*(DT)
22: Orange Asphalt	1:16:68 (DT)	Julien Boisiaud	1:20:48
23: Flaming Passion	0:41:04 (DT)	Julien Boisiaud	0:41:36*(DT)
24: Mad Bombers	1:15:16 (DT)	Julien Boisiaud	1:25:00
25: Bug Lite	0:59:92*(DT)	Red Neo B	0:59:92*(DT)
26: Ski Crazy	0:27:88 (DT)	Julien Boisiaud	0:31:76
28: Area 51?	1:35:40 (DT)	Julien Boisiaud	1:43:84
30: Rings Of Power	0:48:76*	Insane_Pyro28	0:53:24
31: Hot Coco	0:14:00 (DT)	Julien Boisiaud	0:15:80
32: Eggipus Rex	0:37:84*(DT)	Red Neo B	0:37:84*(DT)

6. NTSC vs. PAL

It has been brought to my attention that there are some minor differences between the NTSC (American) and PAL (European/Australian) version of the game. I've had a long discussion on the Gamefaqs/Neoseeker message board about this with some fellow players. We came to the conclusion (although not all of it has been confirmed yet) that these are the differences between the two version. Differences with a * are confirmed.

- The times in the PAL version can only end with a 0, 2, 4, 6, or 8 and they are always divisible by four. In the NTSC version you can get any time. *

- In the PAL version, you will not see the developer times, like in the NTSC version, no matter what your % is. *
- You will not get an automatic platinum on the secret levels (or at they require a fast time to get them instead of a ridiculously low time in the NTSC version.) Also, you will never get to see the times you have to get for your platinum relic, since these levels don't have a warp orb. You'll just have to do your best and hope you got it. I tried to figure out what the platinum time was and wrote an estimated time next to the developer times for those levels for your convinience. To view your best times for the levels you'll have to go to the level and press start, and you'll get to see your best 3 times. *
- The relic times (and those for platinum in particular) are a little different sometimes. Most of the times they're minor differences, like 2 milliseconds, but there are levels where the difference is greater, up to 2 seconds. *
- Crash runs faster in the PAL version than in the NTSC version. (could be true since my times have some minor to major differences with insane_pyro28, an American player)
- Coco's Tiger goes faster in the NTSC version than in the PAL version. (could be true since several American players have got better times than me on this level, although I tried many times)
- The airplane goes faster or holds a longer purple trail in the NTSC version than in the PAL version. (highly likely since insane_pyro28 informed me of a time he got on this level of 0:47:.. and I tell you that is impossible in the PAL version; also, the time difference for platinum is 2 seconds)
- The little dinosaur goes faster in the PAL version than in the NTSC version. (don't think so, cause I think I just mastered Eggipus Rex and American players don't bother to get better since they get an automatic Platinum relic) ;)

If you know anymore differences or can confirm any of these listed, please email me. A player with both the PAL and NTSC version of the game would be a great help.

7. Screenshots / Videos

I have made some screenshots of my developers times and hosted them on the internet. To view them, copy the following links to your addressbar and hit enter. The images are hosted by NURV ((c) bobbonew) and are about 0.10 MB each.

Toad Village : http://stickypapers.com/nurv/image_view.php?id=10325
 Bone Yard : http://stickypapers.com/nurv/image_view.php?id=10326
 Gee Wiz : http://stickypapers.com/nurv/image_view.php?id=10328
 Hang'em High : http://stickypapers.com/nurv/image_view.php?id=10329
 Hog Ride : http://stickypapers.com/nurv/image_view.php?id=10330
 Tomb Time : http://stickypapers.com/nurv/image_view.php?id=10331
 Dino Might : http://stickypapers.com/nurv/image_view.php?id=10332
 Double Header : http://stickypapers.com/nurv/image_view.php?id=10333
 Sphinxinator : http://stickypapers.com/nurv/image_view.php?id=10334
 Future Frenzy : http://stickypapers.com/nurv/image_view.php?id=10335
 Tomb Wader : http://stickypapers.com/nurv/image_view.php?id=10336
 Gone Tomorrow : http://stickypapers.com/nurv/image_view.php?id=10337
 Flaming Passion: http://stickypapers.com/nurv/image_view.php?id=10338
 Bug Lite : http://stickypapers.com/nurv/image_view.php?id=10339
 Eggipus Rex : http://stickypapers.com/nurv/image_view.php?id=10341

NOTE: I have gotten lots of new times since the last update but I haven't had time yet to take pictures. Expect them soon.

I have recieved an email of a fellow PAL player, Julien Boisiaud, who informed me about some videos he made of his records. They are pretty big, but well worth it, especially if you want to beat some Developer Times. These videos are property and courtesy of Julien Boisiaud, do not steal his work or publish them anywhere without his permission.

Videos URL: <http://lavenant.olivier.free.fr/Crash%20Bandicoot%203%20Warped/>

8. Version History

Mar 6, 2004: version 0.5 - About half of the faq is finished.

Mar 7, 2004: version 0.75 - About 75% of the faq is finished, all five regular warp rooms are done.

Mar 9, 2004: version 1.0 - First full version. I have all platinum relics now! Only submissions and better times will be added from now on.

Mar 12, 2004: version 1.1 - Not really a major update, but it's worth a tenth anyway, because look at my new times on Bone Yard, Tomb Time and Hog Ride!! I also fixed some grammar errors and updated the credits section.

Mar 20, 2004: version 1.2 - Updated about every section. I improved a lot of my times including great new times on Mad Bombers and Eggipus Rex. Also fixed some errors.

Jul 19, 2004: version 1.3 - Updated the faq with two new sections and submitted times from Juraj Kuruc, a PAL gamer. I also got some new times and you can now view my screenshots!

Nov 15, 2004: version 1.4 - Wow, that's been a while. Big update this time. All but one developers times have been beaten. A lot of new times and strategies have been added from several players. Special thanks to Julien Boisiaud for some videos with great strategies. Also fixed some errors and improved a bunch of my own times.

9. Credits

I want to thank:

Me - for writing this

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End of Faq

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